

# COSTUME REFERENCE LIBRARY

## Shock Trooper (Phase II)



Model CT 7396, Photo by **Bradley W.**



**Description:** Shock Trooper (Phase II)

**Prefix:** CT

**Detachment:** Clone Trooper Detachment

**Context:** The Clone Wars: Season 4

Shock Troopers serve in the Republic as a ground based security force. One of their primary duties is to act in the role of prison guards. Other duties include protecting senators and dignitaries, security checks, and riot control.

The 501st approval requirements are listed in black.

In the page below, items listed in blue are recommended features that will improve the quality of the costume. Items listed in red are intended to further enhance the finished costume.

***For 501st membership only the requirements in black need to be met.***

**IMPORTANT:** The "Animated" armor design, seen in The Clone Wars CG Series, differs from the "Realistic" armor design used to create characters from the theatrical films and graphic novels. See [this thread at clonetroopers.net](https://clonetroopers.net) for the differences between the sculpts.

This Visual Guide has been reviewed by the detachment staff and the LMO team and is certified for use as a minimum approval guideline for GMLs. GMLs are free to approve this costume type.

- Any uncertainties or questionable aspects of the submitted costume should be brought to the appropriate DL/GML peer review section of the legion forum.

## Required Costume Components

The following costume components are present and appear as described below.



Helmet  
For 501st approval:

- Phase II helmet.
- The helmet is painted matte or satin white.
- Red painted mowhawk on top of dome.
- There are 12, evenly spaced, vertical stripes on the front forehead section of the dome.
- Black eye lens.
- The frown has 6 removed teeth spaces.
  - ◆ Black colored plastic mesh is utilized inside the helmet to cover the open pieces of the frown.
- The front chin area is painted red.
- The front section of the aerator tubes have (6), evenly spaced, horizontal red stripes.
- The inside flat areas of the indented cheeks are painted red.
  - ◆ The front, top and bottom side walls of the cheek area remain white.
- The side vent tubes have (6) evenly spaced black vertical stripes.
- Ear caps are painted a dark gray.
- The outer layer of the ear piece is white.
- The larger second layer of the earpiece is red.
  - ◆ This includes the rear wall of the indented cheek area and the front wall of the rear indented section.
- Around the rear of the upper helmet is an indented helmet band which is painted with primer grey.
- The inside flat areas of the indented rear sections are painted red.
  - ◆ This red color stops just short of the center section leaving a narrow white vertical stripe.
  - ◆ The rear half of the red color extends up and outside of the indented area, ending at the upper indented helmet band.
  - ◆ The outside vertical edges of this extended section slant inward.
- Weathering of red areas include heavy scuff marks and fading.
- Weathering of white areas are shades of grey.



Neck Seal  
For 501st approval:

- Neck seal is black in color with no ribbing.
- No logos or labels are visible.
  - ◆ If the seal is not incorporated as part of the under suit, a balaclava or other similar covering is acceptable.

[For level two certification \(if applicable\):](#)

- Neck seal closes in the front via (2) small black snaps.



#### Under Suit

For 501st approval:

- Black non-textured material, either one-piece or two-piece construction with no visible zippers or logos.



#### Shoulder Armor

For 501st approval:

- Armor is painted red.
- Shoulders have all rounded edges.
- Shoulder armor is not symmetrical.
  - ◆ The shoulders slightly curve back at the bottom.
- Weathering of red areas include heavy scuff marks and fading.
  - ◆ The weathering is greater near the edges.
- Weathering of white areas are shades of grey.



#### Upper Arm Armor

For 501st approval:

- Armor is painted matte or satin white.
- Armor is cylindrical with no detail/sculptural features.
- Two red bands are painted around the lower half of the armor piece.
- Armor is seamless.
  - ◆ No visible traces of how the armor was assembled are shown.
- Weathering of red areas include heavy scuff marks and fading.
  - ◆ The weathering is greater near the edges.
- Weathering of white areas are shades of grey.

#### Forearm Armor

For 501st approval:

- Armor is painted matte or satin white.
- Forearms are mirror images of each other.
- Right forearm has a compad with 6 raised buttons, a larger rectangle above them, and a smaller raised section closest to the elbow.



- Elbow plate is integrated into the forearm armor.
- Armor is seamless on the outside edge.
  - ◆ Due to the shape of the armor, a butted seam is acceptable on the inside if required.
- Armor is weathered with shades of grey.

For level two certification (if applicable):

- Armor is seamless.
  - ◆ No visible traces of how the armor was assembled are shown.



Hand Plates

For 501st approval:

- Armor is painted matte or satin white.
- Hand plates are mirror images of each other.
- Hand plates have an angled peak that comes to a point over the index or middle finger, just past the main knuckle of the hand.
- Armor is weathered with shades of grey.



Gloves

For 501st approval:

- Black over the wrist gloves made of leather, nylon, or other low pile fabrics.
- Gloves cover any exposed skin.
- Gloves do not show any labels or logos when the armor is worn.



Chest Armor

For 501st approval:

- Armor is painted matte or satin white.
- The flat surface of the upper chest is painted red.
  - ◆ The red color stops at the edge of the surface and does not continue onto the return edges.
- The lower portion of the chest armor, including the sides, remains white.
- The shoulder straps are painted grey.
- Chest and back plate match together at the sides with no open gap.
  - ◆ There is a butted seam line present between the front and back pieces.
- Weathering of red areas include heavy scuff marks and fading.
  - ◆ The weathering is greater near the edges.
- Weathering of white areas are shades of grey.

Back Armor

For 501st approval:



- Armor is painted matte or satin white.
- Back armor has a detail plate consisting of 4 circles and 5 horizontal bars.
- The shoulder straps are painted grey.
- Chest and back armor match together at the sides with no open gap.
  - ◆ There is a seam line between the back and front pieces.
- The armor piece is weathered with shades of grey.



Abdomen Armor  
For 501st approval:

- Armor is painted matte or satin white.
- Top edge of the armor is squared off to match the chest armor.
- The abdomen armor protrudes out in the middle to match the shape of the chest armor.
- The abdomen armor joins at the rear and the join is covered by a center plate.
- Armor is weathered with shades of grey.



Codpiece and belt front  
For 501st approval:

- Belt is painted red.
- Belt is approx 3" tall and divided into 1.75" wide segments.
- The front segments have a key/slot detail.
- A belt box is mounted at each hip.
  - ◆ Belt boxes are painted red.
- Codpiece and Posterior armor connect at the hips.
- Weathering of red areas include heavy scuff marks and fading.
  - ◆ The weathering is greater near the edges.
- Weathering of white areas are shades of grey.



Posterior Armor, belt rear and detonator  
For 501st approval:

- Armor is painted matte or satin white.
- Belt is painted red.
- Belt is approx 3" tall and divided into 1.75" wide segments.
- Posterior armor and codpiece connect at the hips.
  - ◆ Butted seams are permitted at this connection if required.
- Detonator is centered on the back of belt with no control buttons.
  - ◆ The detonator has 2 recessed lines set in approx 1/4 of the distance from the outside edges.
- The center of the detonator end caps are painted grey.
- Weathering of red areas include heavy scuff marks and fading.
  - ◆ The weathering is greater near the edges.
- Weathering of white areas are shades of grey.



### Belt Boxes

For 501st approval:

- Two rectangular boxes are mounted at the hips.
- There is an inset detail near the top of each box.
- The boxes are painted red.
- Weathering of red areas include heavy scuff marks and fading.
  - ◆ The weathering is greater near the edges.



### Thigh Armor

For 501st approval:

- Armor is painted matte or satin white.
- Front of thigh armor has a flat triangular area near the knee with a notch cut out for the knee armor.
- From the top of the triangle a ridge line travels up the front of the thigh to the top edge.
- The rear of the thigh has an indentation.
- Armor seamless.
  - ◆ No visible traces of how the armor was assembled are shown.
- A red vertical stripe is painted from top to bottom of the outside of the thigh piece.
- Two horizontal red stripes are painted on the upper half of each thigh piece.
  - ◆ These stripes extend from the front center ridge line to the previously mentioned red vertical side stripe.
- Weathering of red areas include heavy scuff marks and fading.
- Weathering of white areas are shades of grey.



### Lower Leg Armor

For 501st approval:

- Armor is painted red.
- Knee armor is integrated with the lower leg.
  - ◆ Knee sections are painted matte or satin white.
- Lower Legs are mirror images of each other.
- The front of the armor has a triangular detail at the top of the leg and a hard ridge line down the front of the shin.
- Back of the lower legs have an indentation just under the calf that extends down to the ankle.
- Outer edge of the of armor is seamless.
  - ◆ A clam shell opening on the inner leg is acceptable.

For level two certification (if applicable):

- Armor is seamless with a trap door access through the indent in the rear of the lower leg.

### Boots

For 501st approval:



- Red, ankle high boots are tall enough to eliminate any visible black under suit around the ankle area.
- Boots are lace-less and have flat soles.
- The boots have a strap armor detail that includes two protruding disks at each side of the strap.
- There are no markings or labels from the manufacturer.
- Side of the boot sole is red.

For level two certification (if applicable):

- Bottom flat tread surface is white.

## Optional Accessories

Items below are optional costume accessories. These items are not required for approval, but if present appear as described below.



DC-15S Blaster Carbine (animated style)

For 501st approval:

Manufactured by BlasTech Industries, this weapon is commonly carried by the Troopers of the Galactic Republic.

- This is the animated variant of the DC-15S blaster rifle.



DC-15A Blaster Rifle (animated style)

For 501st approval:

Manufactured by BlasTech Industries, this blaster is the standard issue weapon carried by the Clone Troopers of the Grand Army of the Republic.

- This is the animated variant of the DC-15A blaster rifle.

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